

Amendments to the Claims

The listing of claims will replace all prior versions, and listings of claims in the application.

1. *(Currently Amended)* A method for providing multimedia content over a network, comprising the steps of:

(a) connecting at least one multimedia device to at least one media server storing a plurality of selectable multimedia clips over a communications network;

(b) selecting one or more specific clips from said plurality of selectable multimedia clips for playing by said at least one multimedia device, with said selecting of specific clips accomplished by user interaction with a menu generated by the server using wireless markup language (WML) standard;

(c) generating a playlist using WML standard in the media server wherein the selected one or more of said plurality of selectable multimedia clips is included therein;

(d) transferring said generated playlist from said selected media server to said at least one multimedia device; and

(e) rendering said playlist.

2. *(Original)* The method of claim 1 wherein said communications network is a local home communications network.

3. *(Original)* The method of claim 1 wherein said communications network is a public communications network.

4. (*Previously Presented*) The method of claim 1 wherein said communications network is the Internet.

5. (*Original*) The method of claim 1 wherein said playlist file comprises audio data.

6. (*Original*) The method of claim 1 further comprising the steps of:

(a) displaying a list of said media servers connected to said at least one multimedia device; and

(b) selecting one of said media servers from said list of said media servers connected to said at least one multimedia device.

7. (*Currently Amended*) A method for providing multimedia content over a network, comprising the steps of:

(a) displaying a list of one or more media servers storing a plurality of selectable multimedia clips available to one or more multimedia devices;

(b) selecting a media server from said list of one or more media servers;

(c) connecting said one or more multimedia devices to said selected media server via a browser interface;

(d) selecting at least one of said stored plurality of selectable multimedia clips from a menu generated by said media server for rendering by said one or more multimedia devices;

(e) generating a playlist ~~in a~~ using wireless markup language (WML) standard ~~Internet markup language~~ at said media server;

(f) transmitting said playlist to at least one of said multimedia devices;

(g) parsing said playlist at said at least one multimedia device and transferring said selected at least one of said stored plurality of selectable multimedia clips from said selected media server to said at least one multimedia device; and

(h) rendering said selected at least one of said stored plurality of selectable multimedia clips by retrieving files defined in said playlist.

8. *(Currently Amended)* A networked based multimedia delivery system comprising:

(a) at least one multimedia device having input means and display means through which a user may request multimedia clips and output means through which requested multimedia clips may be played;

(b) at least one media server in communications with said at least one multimedia device for generating a menu of multimedia clips, receiving input of the user request for individual multimedia clips from the multimedia device, generating a playlist file using wireless markup language (WML) standard and providing said playlist file to

said at least one multimedia device in response to said user's request for multimedia clips; and

(c) a local home communications network for interfacing said at least one multimedia device with said at least one media server.

9. (*Previously Presented*) The networked based multimedia delivery system of claim 8 further comprising:

(a) an access link for connecting said local home communication network to said at least one media server over a public communications network; and

(b) an access gateway for translating communications protocols between said local home communications network and said access link.

10. (*Original*) The networked based multimedia delivery system of claim 9 wherein said public network is the Internet.

11. (*Cancelled*)

12. (*Original*) The networked based multimedia delivery system of claim 8 wherein said multimedia device is designed to

(a) be automatically configured on said local home communications network;

(b) resolve a host name in a URL using DNS call;

(c) issue HTTP request;

- (d) receive HTTP responses containing MIME objects;
- (e) display WML and HTML content;
- (f) parse said playlist;
- (g) interactively search a database of track, album, and playlist information;
- (h) mix said playlist with local content; and
- (i) receive channels of multimedia clips from said media server.

13. (*Original*) The networked based multimedia delivery system of claim 8 wherein said multimedia device is designed to

- (a) be automatically configured on said local home communications network;
- (b) issue HTTP request;
- (c) receive HTTP responses containing MIME objects
- (d) display WML and HTML content;
- (e) parse said playlist; and
- (f) mix said playlist with local content.

14. (*Currently Amended*) A networked based multimedia delivery system comprising:

- (a) at least one media server for generating a playlist file clips using wireless markup language (WML) standard from a plurality of centrally stored

multimedia in response to user interaction with a menu generated by the server wherein the user identifies particular clips to be played; and

(b) at least one multimedia device in communications with said at least one media server, operable to receive the playlist file from the media server and to parse the playlist file to obtain clips and play the specified playlist.

15. *(Cancelled)*

16. *(Currently Amended)* A multimedia device for use in a network based multimedia delivery system comprising:

(a) means for automatically configuring the multimedia device on a communications network;

(b) means for displaying at least one media server in communications with the multimedia device over said communications network, wherein said at least one media server has a plurality of stored multimedia clips;

(c) means for interactively searching said plurality of stored multimedia clips using all or a portion of a text string;

(d) means for passively searching said plurality of stored multimedia clips;

(e) means for requesting at least one of said plurality of stored multimedia clips from said at least one media server;

(f) means for receiving a remotely wireless markup language (WML) standard generated playlist data file from said at least one media server over said

communications network, wherein said remotely WML generated playlist data file is comprised of data identifying said requested at least one of said plurality of stored multimedia clips;

(g) means for parsing said remotely generated data file; and

(h) means for displaying said remotely generated data file with local data.

17. *(Previously Presented)* The method of claim 1, wherein said multimedia device is connected to said media server via a TCP/IP network, and the step of selecting at least one of said plurality of selectable multimedia clips is performed on said media server using a browser interface provided to said multimedia device by said media server.

18. *(Previously Presented)* The method of claim 17, wherein said media server generates said playlist in response to said selection of multimedia clips received from said multimedia device.

19. *(Cancelled)*

20. *(Previously Presented)* The method of claim 19, wherein said step of rendering said playlist is performed by the multimedia device, and comprising the further steps of:

parsing said playlist in said multimedia device; and

retrieving digital multimedia files specified in said playlist over said
communications network in response to said parsing operation for playback at said
multimedia device.